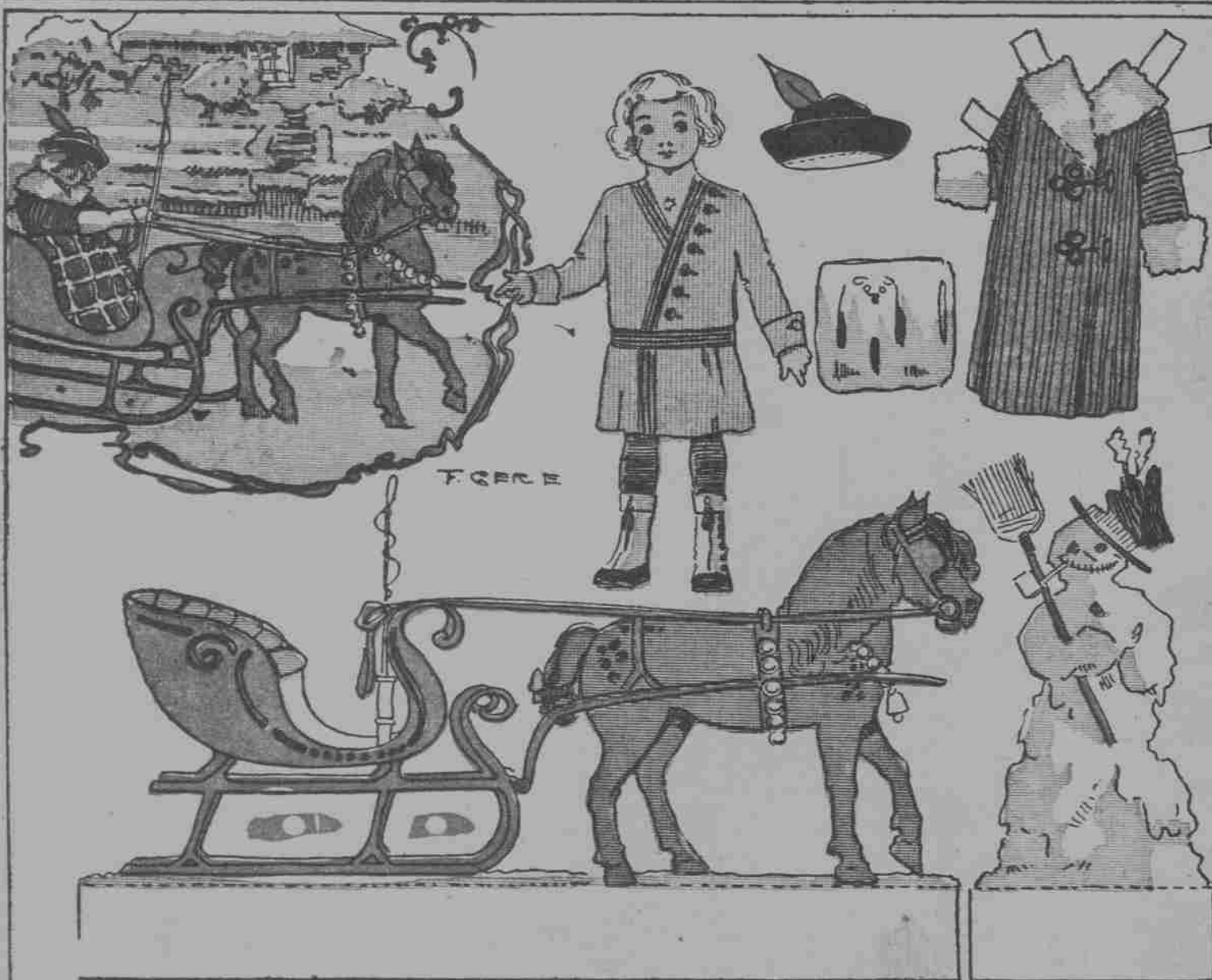


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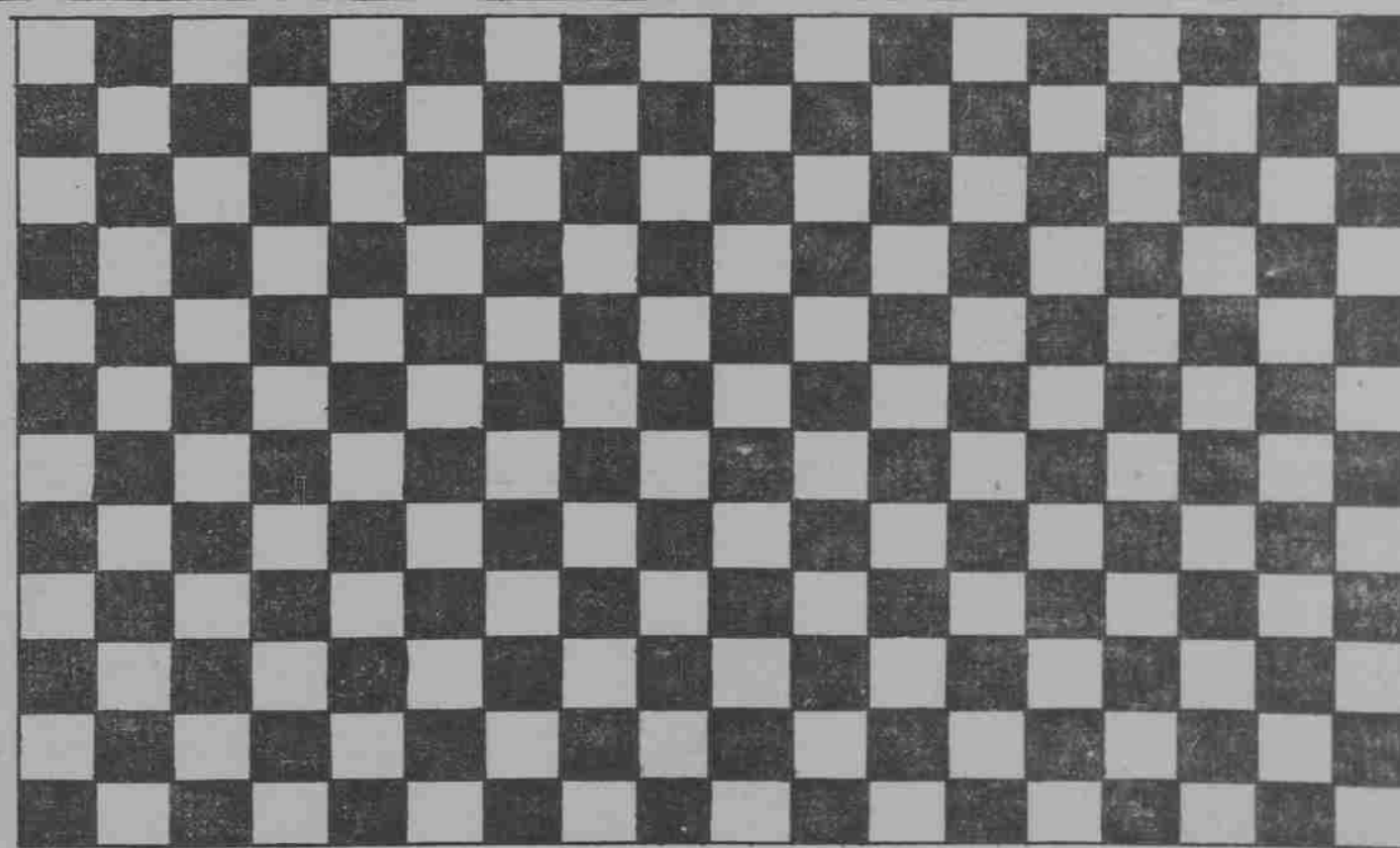
ANNA BELLE'S NEW CUTTER AND PONY



Dear Friends:—I just know I have the best Uncle Ezra in the world. The other day he returned from a long trip and when I happened to see a cute little cutter and pony on the street and remarked how nice it was, Uncle Ezra said, "well Anna Belle your papa tells me you've done so well in school that I'm going to give you a cutter and pony just like that one. I thought he was only joking, but sure enough the very next day after school there came a liveryman with a little cutter and pony almost exactly like the one I had seen. Of course, we all thought there was some mistake and it was intended for someone else, but there was a card on it addressed to me, with these words, "From your Uncle Ezra, who still treasures the little pin cushion you gave him on the Christmas a year ago." Was I happy? Well, girls and boys I don't believe I have enjoyed anything as much as my cutter and pony. Snow-white, that's my pony's name, is as gentle as can be, and I'm sure we'll have many a good ride when the snow is on the ground. Papa gave me a new coat, muff and hat for my sleighing outfit, so of course, I'll keep good and warm. I'm also showing you a funny snowman we made out in the back yard. How are you getting along in school? I'm still doing well, and hope I will win the medal. Are you contesting for any kind of medal? Now I must close, dear friends, asking you to write me as often as you can, telling me of new things you'd have me do or wear and also what you are doing these long, winter days. Address me care this paper. Lovingly,

Anna Belle

GET IN ON
THIS GAME
OF BLIND
MAN'S BUFF
AND HAVE
COME FUM



To begin this game cut out the checker board shown above and paste on heavy cardboard and the game is ready to play. It is best to have one blind man and at least four other players in order to make the game more interesting. One player is selected as the blind man and places his man (use a button for the man) on one of the black squares on the left. Each of the other players who can number as many as six place their men (buttons) on the black spaces on the opposite side. Both players and the blind man must now move one space diagonally toward each other and continue moving a space at a time the players trying to avoid the blind man and the blind man trying to catch the players. For each player caught by the blind man before they reach the opposite side the blind man is to get 2 points and each player safely reaching the opposite side gets 2 points. The player caught loses 1 point. Continue playing from side to side until one player or the blind man wins the game by making a total of 10 points. Note:—To catch a player you must jump him just as in checkers.